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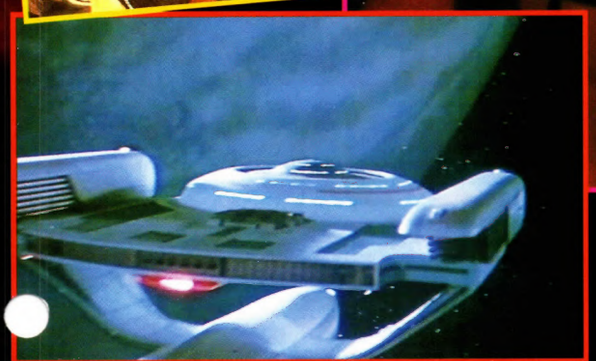
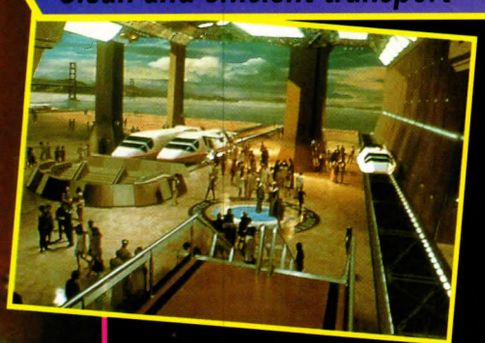


James T. Kirk's Career
From Ensign to Admiral

The Borg Cooperative
Living without the Collective

Kor: Dahar Master
A living Klingon legend

Earth's Air Trams
Clean and efficient transport



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Starfleet's OBERTH-Class Starships
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STAR TREK

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The Guide to the STAR TREK Galaxy

FILE 3 CARD 3S

CHARTING THE GALAXY

ALPHA QUADRANT

CHARTING THE GALAXY

LUNAR V — CLASS-M PLANET

After their involvement in the **Tarsian War**, the people of **Angosia III** needed to deal with the biochemically altered soldiers who did the fighting. Rather than reintegrate them into society, their solution was to send them to **Lunar V**, a prison facility on a moon in orbit around their planet.

Because genetic treatments have made them violent, the Angosians exile the soldiers who fought in the Tarsian Wars to Lunar V.

The soldiers eventually escape from Lunar V and hold their planet's leaders at gunpoint, forcing them to look for a solution to their mutual problems.

LUNAR V BASE — CLASS-M PLANET

The fifth moon of **Bajor**, **Lunar V** is the location of a resistance camp during the **Cardassian** occupation. The Bajorans managed to store some ***subimpulse fighters*** at underground bases before the occupation ended.

M-113 — CLASS-M PLANET

This planet was once home to a race of creatures characterized by large appendages with suction devices, and a physiological dependency on salt. The creatures had the ability to disguise themselves by projecting an image of someone familiar into the minds of others. An archeologist, **Robert Crater**, studied ruins on this planet for five years. His wife, **Nancy Crater**, was killed by the last remaining inhabitant. This **M-113 creature** is later killed aboard the ***U.S.S. Enterprise*** while trying to drain salt from **Captain Kirk**. The M-113 creatures are now believed to be totally extinct.

Kirk and his crew visit planet M-113 on a routine supply mission. They have orders to carry out medical examinations on Robert Crater and his wife Nancy.

The last surviving M-113 creature can disguise its natural appearance from others. The creature cannot exist without salt, which it drains from the bodies of others, killing them.

LYSIA — CLASS-M PLANET

Lysia is the homeworld of the **Lysian Alliance**, which has been at war with the **Satarrans** for decades. In 2368, the ***U.S.S. Enterprise NCC-1701-D*** attacks the **Lysian Central Command**; the crew of the *Enterprise* have had their memories selectively wiped by the **Satarrans** in an attempt to persuade them to destroy their enemies. Lysian technology is years behind the **Federation**'s; ***Lysian Destroyers*** are equipped with **disruptors** and have a crew of 53. Lysian ships also have shields, but they are nowhere near powerful enough to protect them from Federation weapons technology.

Lysian Central Command may dwarf the U.S.S. ENTERPRISE, but it is nowhere near powerful enough to defend itself against the Starfleet vessel and its advanced weaponry.

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The Guide to the STAR TREK Galaxy

CHARTING THE GALAXY

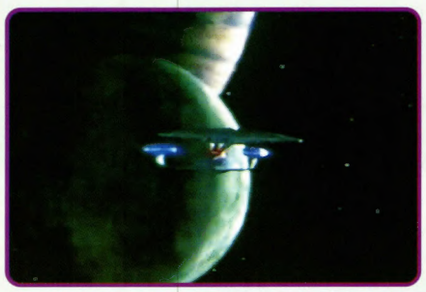
FILE 3 CARD 35

ALPHA QUADRANT

CHARTING THE GALAXY

MAB-BU VI — CLASS: UNKNOWN

The gaseous **Mab-Bu VI** is located in **Federation** space, and has a **Class-M** moon. In 2167, **Ux-Mal** terrorists destroyed a **Federation** starship, the ***U.S.S. Essex***, which was in orbit around Mab-Bu VI. Two hundred and one years later, the long-lived terrorists, who have been incarcerated on the planet, try to escape by possessing the bodies of several ***U.S.S. Enterprise NCC-1701-D*** crew members.

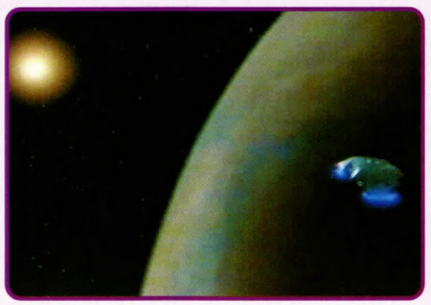


When the U.S.S. ENTERPRISE enters orbit around Mab-Bu VI, the crew have no idea that it is a prison where Ux-Mal terrorists have been incarcerated.

The turbulent atmosphere of Mab-Bu VI interferes with transporters, forcing the ENTERPRISE away team to use pattern enhancers.

MALAYA IV — CLASS-M PLANET

While on **Malaya IV**, **Starfleet** lieutenant **Paul Hickman** has a routine physical examination. Soon after Hickman's examination, an alien DNA strand is activated that forces him to return, like a salmon, to the planet **Tarchannen III**.



After his medical examination on Malaya IV, Paul Hickman steals a shuttle and returns to Tarchannen III.

MAKUS III — CLASS-M PLANET

Makus III is a staging point for a consignment of medical supplies to be delivered by the ***U.S.S. Enterprise*** in 2267. These supplies are to be used to treat an outbreak of plague at the **New Paris** colonies. Delivery of the supplies is supervised by **Galactic High Commissioner Ferris**. The *Enterprise*'s arrival at Makus III is delayed when the ***Galileo*** shuttle is briefly lost examining the **Murasaki 312** quasar.

MALCOR III — CLASS-M PLANET

By 2367, **Malcor III** has an advanced humanoid civilization on the brink of interstellar travel. They have modern cities and advanced medical facilities. Physically, the **Malcorians** are characterized by their lack of opposable thumbs; instead they have a fused type of hand. They also have distinctive skull bones. In 2367, **Starfleet** observes the Malcorians, who are making rapid technological advances, to see if they are ready for first contact.

The native inhabitants of Malcor III are humanoids. They have distinctive bone structures with large frontal skull bones and unusual, fused hands.

Rapid scientific advances on Malcor III have enabled the native inhabitants to construct an advanced society. This attracts the Federation's attention, and a team is sent to observe the planet.

MALKUS IX — CLASS-M PLANET

Planet notable for its unusual pattern of linguistic development. Instead of developing a spoken language, with hand signals, the natives of **Malkus IX**, the **Leyrons**, develop their written language first.

Data studies the ship's database to learn sign language to communicate with a negotiator, Riva, and remarks that the written language of the Leyrons, from Malkus IX, was developed prior to their spoken language.

MALURIAN SYSTEM — CLASS-M PLANET

The four billion humanoid inhabitants of the **Malurian system**, including **Federation** scientist **Dr. Manway**, are killed by the misguided ***Nomad*** probe in 2267. *Nomad*, which was once an Earth probe, had somehow been reprogrammed after merging with an alien probe, ***Tan Ru***, and believes that its mission is to destroy biological infestations. The planets themselves are unharmed.

The inhabitants of the Malurian system are 'sterilized' by the Nomad probe, which regards them as infestations. In 2267, the system had approximately four billion inhabitants.

The Guide to the STAR TREK Galaxy

FILE 7 CARD 3D

THE UNITED FEDERATION OF PLANETS

EARLY 21ST CENTURY EARTH

THE UNITED FEDERATION OF PLANETS

The first half of the 21st century sees enormous strides in technology, both on planet Earth itself and in the solar system which is becoming more familiar to her astronauts. But all is not well. Civil unrest is growing, and the devastation of a nuclear holocaust is just around the corner.

Like its predecessor, the 21st century sees sweeping changes which alter Earth in ways no one could have dreamed of. It is a century in which humanity comes close to annihilating itself, but finally achieves maturity after making first contact with the **Vulcans**.

But at the beginning of the new century, all of this is still a long way in the future.

As befitting an era which would eventually see Earth's first contact with an alien race, the exploration of space, begun in the middle of the 20th century, continues at an impressive rate. Shortly after the turn of the century, the ***Nomad*** probe, designed by scientist **Jackson Roykirk**, is launched from Earth; it is the first probe to be built with the express purpose of seeking out other life in our Galaxy.

Roykirk has made significant advances in the development of artificial intelligence, but after he dies his work is not pursued.

The good life

In the early 2000s, American society is extremely divided. Many citizens live comfortable lives, benefitting from the rapid advances in technology.

Dispossessed

In the 2020s, a growing underclass is forced to live a very deprived life in Sanctuary Districts.

WEALTH AND POWER

A world apart

In the 21st century, the United States believes it has found a way of dealing with many of its social problems by housing the homeless in Sanctuary Districts. This allows the rest of the population to achieve greater levels of prosperity than have ever been known before, and America is largely free of the problems that plague the rest of the world. However, it soon emerges that this approach is severely flawed.

The rich of the 21st century lead very privileged lives, but their happiness has been bought by disenfranchising many of their fellow citizens As a result, the world around them is collapsing.

Chris Brynner is one of the most influential men alive in the early 21st century. He is a media mogul who controls an important channel on the Net, and his wealth brings him enormous power.

Growing unrest has led to an increased response from the authorities. Police regularly carry rifles, and the National Guard are used in extreme situations. The Guard are dressed from head to toe in bulletproof clothing, and use gas and automatic weapons.

Planetary explorer

In 2009, **Shaun Geoffrey Christopher** commands the first successful mission from Earth to Saturn. By 2018, advances in sublight propulsion systems have made sleeper ships such as

Simple fashions

In the 2020s clothes are cut very simply, but are often colorful.

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Caged in

Anyone who cannot prove that they have a home of their own is taken to the Sanctuary Districts. In theory, they will be helped to find employment.

Violent ghosts

The Sanctuary Districts are dominated by the 'ghosts', strong men who prey on their weaker neighbors.

GALAXY FACTS

- **Baseball dies out in the 2040s. The last World Series is held in 2042, and the winning home run is hit by Buck Bokai.**
- **World War III plunges Earth into a nuclear winter, but most humans survive and eventually rebuild their shattered planet.**

the ***DY-100*** class obsolete.

Attempts to reach beyond the solar system, however, are not as successful. The NASA spacecraft ***Charybdis***, launched in 2037, is the third attempt to pass Pluto. The ship loses contact with Earth, but unknown to NASA it succeeds in its mission to leave the solar system and arrives at the **Theta 116 system** in 2044.

Perhaps the most significant event in the history of space exploration comes in 2030: the birth of **Zefram Cochrane**, who will one day invent the warp drive.

Social problems

While mankind makes great strides into space, the situation on Earth itself is often far from ideal. The gaps between the haves and the have-nots, already growing at the end of the 20th century, become far more extreme.

In 2020, the American government reacts to serious problems of homelessness and unemployment by creating **Sanctuary Districts** in most major cities. Although allegedly created to help the homeless and unemployed, these districts soon become a virtual prison for the dispossessed. Outside them, cities such as San Francisco become clean, pristine havens of beautiful glass buildings and wide, airy plazas.

But the Sanctuary Districts do not last long. In 2024, the **Bell Riots** lead to the districts' closure. Residents in San Francisco's **Sanctuary District A** take over an administrative center and, with the help of a wealthy sympathizer named **Chris Brynner**, gain access to Earth's planetary communications net and are able to tell their stories to the outside world. When security forces break up the peaceful protest, killing hundreds of innocent citizens and **Gabriel Bell**, who has protected the hostages, the general public are horrified, and as a result the Sanctuary Districts are soon abolished.

Social unrest is not unique to the United States: in France, student protests make the country an undesirable tourist destination, and the Neo-Trotskyist government has little success in restoring social order. But there is peace amid the chaos; in 2025, after years of terrorist activity by the IRA, Southern and Northern Ireland are finally reunified, and in 2033 a 52nd state is admitted to the U.S.A.

Changing times

As well as social changes, advances in technology also have an important effect on the human race. **Hovercars** come into popular use on Earth in the mid 2030s, replacing the old road-bound vehicles, and by 2040 television is no longer a significant form of entertainment. Earth is linked up to a global communications net which allows instantaneous access across the planet, and everyday forms of communication routinely transmit an image of the caller as well as their voice.

Fashions remain much the same as in the late 20th century. In the 2020s, thin lapels and Nehru-collared shirts are popular, and one notable fad among liberal youths is a fondness for large, ethnic pattern tattoos, often depicting designs similar to animal skin. For those who regret their body decoration later on, technology is by now capable of removing such markings without leaving the slightest trace.

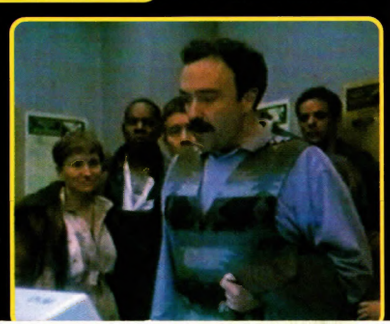
Despite its glossy exterior, the planet Earth is a troubled place, and in 2053 the event many humans have dreaded since the development of the atom bomb finally arrives, with the start of World War III.

TURNING POINT

The Bell Riots

The United States' social policy takes a dramatic turn in 2024 after the Bell Riots. Since 2020, America has forced the homeless and unemployed to live in Sanctuary Districts until they can find work. However, in reality the Sanctuary Districts are little more than prisons. During the Bell Riots the inhabitants of Sanctuary District A in San Francisco make the public aware of their situation, and in the aftermath legislation is passed which abolishes the districts.

The living conditions in the Sanctuary Districts are extremely poor, and the inhabitants feel they have little, if any, chance of improving their lot. Eventually, in 2024, this frustration boils over into violence.



During the Bell Riots, the residents of Sanctuary District A in San Francisco gain access to the planetary communications net, and one by one tell their stories to the outside world. Few people had realized how much the inhabitants were suffering.

During the riots, Gabriel Bell protects the lives of several hostages. Bell is killed when the National Guard storm the Sanctuary District, but when his actions are made public it has a profound effect on public opinion.

THE BORG COOPERATIVE

After their *cube* is disabled in the Nekrit expanse, a group of former Borg are forced to establish a new community without the advantage of the collective consciousness which bound them together.

At some point in 2367 a ***Borg cube*** traveling through the **Nekrit expanse** is disabled, apparently by an electrokinetic storm. Because the equipment on the *cube* is no longer functioning, the Borg's collective consciousness collapses and the members of this hive regain their own senses of identity.

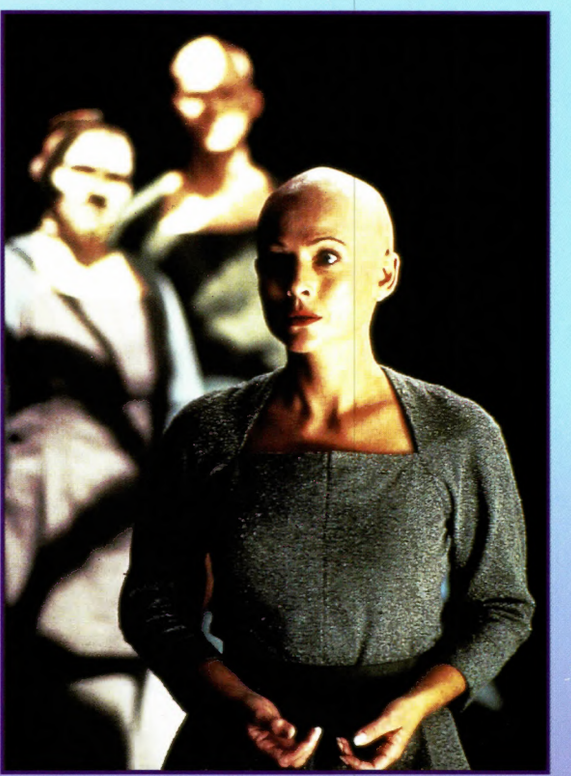
The former Borg are an extremely diverse group and include members of several races from the **Alpha Quadrant**, who were assimilated during the Borg incursion in 2366. Among them are humans, **Klingons**, **Romulans**, and **Cardassians**.

The 80,000 former Borg transport to the surface of a nearby **Class-M** planet, and, free and grateful for the opportunity to re-experience their own thoughts and memories, attempt to start life anew.

Many of the former Borg find ways to remove most of their cybernetic Borg appendages and slowly become something akin to their old selves. Their natural skin pigmentation returns and their memories re-emerge. However, many of the former Borg belong to races which have historically been enemies. Without the unifying force of the Borg collective consciousness they struggle to coexist, and several of the races begin to fight among themselves. Before long, the colony has descended into anarchy.

Chance for peace

A group of individuals from different races share a vision of a cooperative, productive, communal society. They work together to create a new life and

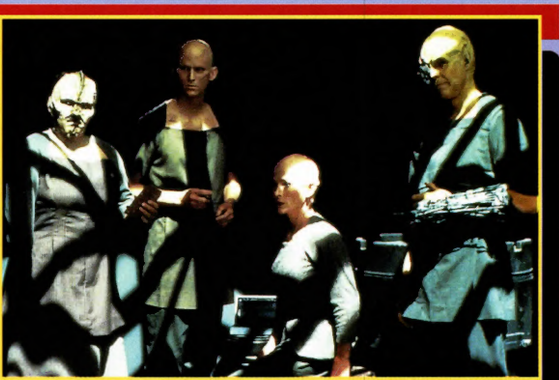


After their CUBE is severely damaged, a group of former Borg establish a colony on a nearby planet. They are able to remove many of the Borg implants, and become individuals once more.

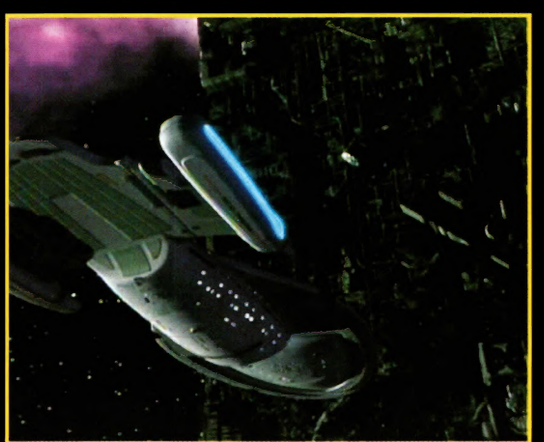
FROM COLLECTIVE TO COOPERATIVE

Together we stand ...

The Borg collective consciousness links the thoughts of all its members. They act as one, and are dominated by the Borg's desire to assimilate other races. However, when the *Borg cube* is disabled the members of its hive are separated from each other and from the rest of the collective, and they regain their individual personalities. However, without the Borg's collective consciousness there is little to hold them together, and tension and conflict soon begin to build. The cooperative is looking for a way to unite all of the former Borg into a cohesive society.



The cooperative comprises members of several races, including humans and Romulans. They believe that they can use the Borg collective consciousness to build a new, peaceful society.



The U.S.S. VOYAGER finds the damaged BORG CUBE floating in space. It has been abandoned by the former members of the hive.

Many of the Borg do not survive the damage to their CUBE, and remain inert aboard the vessel.

The Borg implants continue to function long after the organic elements of a drone have died. No one can be sure what will happen to the former Borg if the CUBE is reactivated.

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THE BORG COOPERATIVE

begin to grow all their own food in a cooperative garden. However, desperately short of supplies, the other former Borg are determined to overpower them, and the cooperative is forced to defend itself.

The former Borg are unable to remove all of their Borg components, and they are still equipped with **neural processors**, which were implanted in their nervous systems. The group is able to temporarily reinitiate the connection between their minds using a portable transponder, to create a 'mini-collective' between a small group.

This link enables them to communicate with each other telepathically and to send healing neuroelectric energy to one another's organic or inorganic body parts. It seems the members of the cooperative are able to take advantage of their Borg abilities while still maintaining their distinct personalities. Those joined to the collective share one another's thoughts and memories. The connection they have to one another far exceeds the intimacy generally experienced by humans, and can be quite erotic.

Each new mind which is added to the group, even temporarily, extends the interior world of the cooperative. Each individual brings new energy, hope, ideas, knowledge and memories.

Decisive action

Horrified by the chaos around them, the cooperative plans to force the disparate races on the planet to live in harmony by re-establishing the neural link between all the former Borg on the planet, re-creating the collective. The cooperative believes this new collective will not be dominated by the Borg's desire to assimilate other races and that it will be able to utilize the Borg's unique ability to cooperate and solve problems to build a new society.

In order to re-establish the collective, the group must re-activate the neuro-electric generator on the abandoned *cube* and redirect it toward the planet. Within a few minutes this will generate a strong enough neuro-electric field to link all the former Borg in the new collective. However, the members of the cooperative have no means of returning to their vessel. When the ***U.S.S. Voyager***'s **Commander Chakotay** crashlands on their planet, they are finally given the opportunity they need.

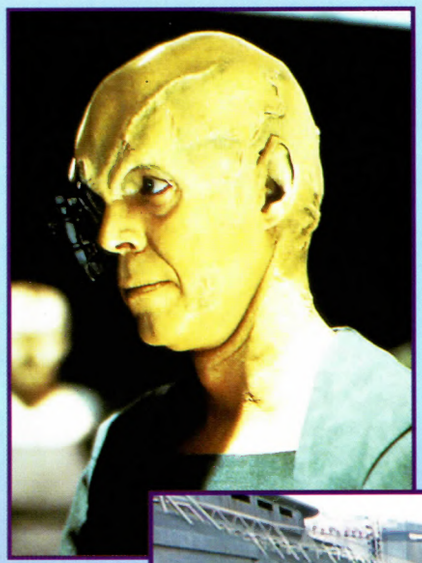
Chakotay is briefly linked to the cooperative's mini-collective to heal wounds he sustained in the crash. Afterward, there is a residual link between him and the members of the cooperative which allows them to temporarily control him. When the cooperative comes under serious attack, they use this ability to send Chakotay to the *cube*, where he succeeds in restoring power to the neuroelectric generator.

A new collective

With the generator active again, all the former Borg are joined in a new collective, which instantly destroys the *Borg cube*.

The new collective seems to have its own agenda and does not seem to be governed by typical Borg 'ideology'. It is clearly not connected to the rest of the Borg collective, and seems to have no desire to assimilate the crew of the *Voyager*, it even apologizes to Commander Chakotay for taking advantage of him. However, it remains to be seen how this new collective will function.

Riley Frazier is a human female who was assimilated by the Borg at the Battle of Wolf 359. She was once a member of Starfleet, but is now determined to forge a new life with the Borg cooperative.



Orum is a Romulan medic. He has put aside his differences with the Federation to join Riley as a leader of the cooperative.

The former Borg have managed to build a colony, but resources are scarce and the cooperative's equipment is severely limited.

After members of the cooperative help him to recover from severe injuries, Chakotay helps them to repair their communications network. A residual link between him and the cooperative means that he is able to share many of their thoughts.

Away from the influence of the collective, the former Borg have returned to 'normal'; the cooperative even grow vegetables.

GALAXY FACTS

- **Before she was assimilated by the Borg, Riley Frazier was a Starfleet science officer aboard the *U.S.S. Roosevelt*.**
- **In 2273, the Borg are attacked by an aggressive race of aliens, whom they call Species 8472. Members of this race use organic ships and cannot be assimilated.**

The Guide to the STAR TREK Galaxy

FILE 7 **CARD 5G**

THE UNITED FEDERATION OF PLANETS

THE CALDOS COLONY

THE UNITED FEDERATION OF PLANETS

The main purpose of the United Federation of Planets is to bring together life forms on worlds across the Galaxy. But for some colonists, space travel has opened up a new possibility: the chance to recreate their homeworlds on planets far away from Earth.

A **United Federation of Planets** colony is set up on the planet **Caldos** in the late 23rd century after one of the earliest terraforming projects. With extensive viaduct systems and a weather control station, the early settlers mold Caldos into a planet capable of sustaining human life.

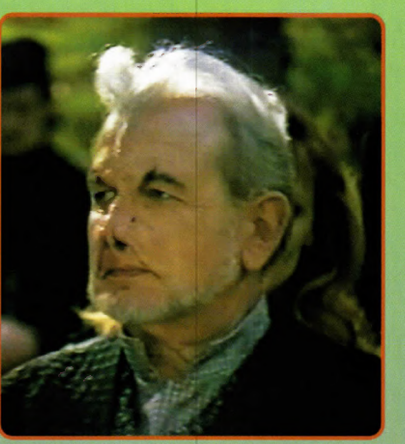
All Federation colonists look to the future, but Caldos is also firmly rooted in the past: it uses the Scottish Highlands region of Earth as its social model, based on a period roughly analogous to the early 20th century.

Rebuilding a community

The cornerstone of every building was brought from the Scottish cities of Edinburgh, Glasgow, and Aberdeen. The buildings themselves are constructed in the Victorian Gothic style, with large houses and beautiful churches surrounded by traditional graveyards where burials take place as they have for centuries on Earth. Modern-day technology is kept out of sight in favor of appliances which fit in with the mood of the colony: log fires and oil lamps are used to provide heat and light, and home cooking is still considered better than the use of replicators.

The founders of the colony went to great lengths to make the people feel they were really a part of Scotland. They didn't just want to imitate the country; they wanted to recreate it, and they appear to have succeeded in their

The colonists dress in flowing tartan knits similar to those worn by their ancestors centuries ago. The houses in which they live are constructed from bricks brought from the real Scotland.



Governor McEwan's love of Scottish history and tradition has led him to the Caldos Colony, where he is now the leader of this close-knit community. He and many others think the past is worth preserving.

BRINGING THE PAST TO THE FUTURE

A new world

From orbit, Caldos is a beautiful world which resembles Earth. Weather stations monitor the atmosphere and ensure that the conditions remain even and are never too extreme. Too much deviation from this, such as tremors or violent electrical storms, gives an indication that something is wrong.

By 2370 many of the planet's systems are nearly a century old, but have not malfunctioned in more than two decades. However, Governor McEwan asks the crew of the *U.S.S. Enterprise*, who are visiting the planet to allow Dr. Crusher to attend a family funeral, to help with upgrades. In return, McEwan offers Captain Picard a tour of the community and home cooking, an offer the starship captain appears to consider a fair deal.

In orbit around Caldos, the U.S.S. ENTERPRISE transfers energy down to the weather station on the surface in the hope that this will stabilize the extreme conditions the colony has recently been experiencing. These include heavy rainstorms and tremors.

People of many races have been attracted to Caldos by its beauty and sense of history. Governor McEwan fell in love with the real Scotland on a visit to Earth, and now dresses in traditional Scottish garb even though he is obviously not descended from humans.

Planet	Caldos
Class	M
Quadrant	Alpha
Also known as	Caldos Colony
Status	One of the earliest United Federation of Planets terraforming projects; now an established colony.
Social model	Scottish Highlands area of Earth, early 20th century.
Technology	Advanced but mostly out of sight. Home cooking and log fires favored.
Surface	Artificially controlled conditions, regulated by a weather station.
Atmosphere	Nitrogen/oxygen
Description	Standard gravity
Starship Log	STAR TREK: THE NEXT GENERATION 'Sub Rosa'

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GALAXY FACTS

- **Other Federation colonies are also based on ethnic communities. Irish settlers colonize Bringloid V, then move to Mariposa when their world is threatened by solar flares.**
- **Native American descendants colonize Dorvan V in the hope of preserving their culture from western influence.**

THE UNITED FEDERATION OF PLANETS

The Guide to the STAR TREK Galaxy

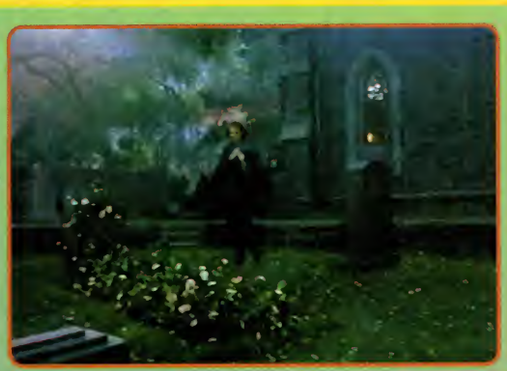
FILE 7 **CARD 5G**

THE CALDOS COLONY

THE UNITED FEDERATION OF PLANETS

The colony has access to technology which is as advanced as that found on any starship. In the weather control station, the computer readouts monitor and display atmospheric conditions.

The gothic architecture of the Caldos community's traditional church can be a little frightening, especially during bad weather. But, as in the real Scottish Highlands, the church provides a focus for the local families.

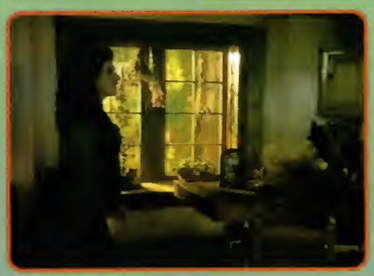


goal. As well as families which can trace their families back through generations of Scots, Caldos has attracted settlers from many races which are not native to Earth.

Love of tradition

All kinds of people are drawn to the planet by the culture and heritage, and many of them are won over after visiting the real Scotland, such as **Mr. McEwan**, who so falls in love with Glamis Castle on a trip to Earth that he afterward makes his home on Caldos and rises to the position of Governor.

Houses on the planet are lovingly recreated inside and out. Enclosed behind iron gates, imposing homes are filled with natural wood furniture and family heirlooms which date back generations. Colonists such as **Felisa Howard** still keep handwritten journals and photographs of their families. The people dress in traditional Scottish garb, with flowing woolen cloaks and tartan designs.



The favored interior decoration is rustic and plain, and lighting can often seem dark after the airy spaces and clean pastel colors of starships such as the U.S.S. ENTERPRISE.

Inside their houses, the colonists favor traditional equipment over modern technology. Log fires, candles, and oil lamps are used instead of electricity.

Tradition and technology

Many of the colonists, especially those who can trace their families back to the real Scotland, still speak with thick Scottish accents, and some believe in superstitions which would be considered old-fashioned by most Federation citizens. But the colony is by no means backward. The weather control center is as modern as the interior of any starship, with the computer consoles and data readouts one would expect to find in any Federation engineering facility. Numerous displays along the walls provide up-to-the-minute reports on weather conditions across the whole planet.

The church is central to the community, as it would have been in the early 20th century. It is a traditional building, administered by a priest who still dresses in the traditional manner, and its churchyard contains the remains of colony members who chose to have their bodies interred traditionally in hand-dug graves beneath granite gravestones.

Although far from Earth, Caldos is a community which will never let its past, nor the love of a land many colonists left decades ago, be forgotten.

Colonists such as Ned Quint are extremely superstitious, and hold beliefs which may be considered old fashioned by other members of the Federation. Belief in ghosts and curses, passed down through the generations, is common.

Until her death, Felisa Howard kept a handwritten journal in which she recorded everything about her life. All Caldos colonists have a strong sense of tradition and history, and a desire to make sure that the past is not forgotten.

FAMOUS FELISA

Colony healer

Felisa Howard is a typical Caldos colonist, who can trace her family's Scottish roots back centuries, at least as far as 17th century Edinburgh. For many years she is a healer in the colony, and gains an enormous amount of respect among the people of her community, to whom she gives advice as well as medicinal cures.

She lives in a house filled with sturdy old wooden furniture and heated by a roaring log fire.

When she dies at the age of 100, she is buried in the church's graveyard, in a traditional funeral service that has remained unchanged for centuries. The grave is dug by hand, and her body is buried in a traditional coffin.

Beverly Crusher loved her grandmother very much, and has a great respect for the life she led on Caldos. Before she joined Starfleet, Beverly lived with Felisa on the colony following her mother's death.

FILE 30 RUNABOUTS AND SHUTTLES

TYPE:
PERSONNEL TRANSPORT

ASSIGNED TO:
SAN FRANCISCO

NAME:
AIR TRAM

By the 2270s, the inhabitants of Earth have moved away from noisy and environmentally unfriendly modes of transport and have instead adopted a variety of efficient and clean transit systems.

Although Earth is served by a network of transporter stations, it is not energy efficient or practical to make every journey by transporter. The government regulates the use of transporters by a system of credits, and a variety of other transit systems are used to move people around short distances.

The AIR TRAM is an efficient form of transport which is used by Starfleet in the late 23rd century. AIR TRAMS are airborne shuttles which are used to transport relatively small groups of personnel.

Flying shuttle

The ***Air Tram*** is an airborne shuttle with a simple aerodynamic design that closely resembles the spaceworthy shuttlecraft of this period. They fly at low altitude, are almost completely silent, and land on short runways at ground stations. They are used to provide transport across intermediate distances.

The typical *Air Tram* has a cockpit area at the front for flight personnel and a larger cabin behind this for its passengers; there are three observation windows at the back of the passenger cabin. One model of *Air Tram* has a pair of gullwing doors immediately behind the cockpit; another larger model has two pairs of gullwing doors on each side of the main cabin. The bottom part of the door drops down to form a short ramp.

In the late 23rd century, the *Air Tram* is widely used in northern America by **Starfleet** personnel, moving officers and civilians to and from Starfleet facilities with ease. It is even used by senior officers such as **Admiral James T. Kirk**, who takes an *Air Tram* over San Francisco Bay to **Starfleet Headquarters**, where he has the momentous meeting with **Admiral Nogura** that results in him being returned to command of the newly-refitted ***U.S.S. Enterprise NCC-1701***.

OTHER CARDS IN THIS FILE...

2 VULCAN SHUTTLE
3 ORBITAL SHUTTLE
4 DANUBE-CLASS RUNABOUT

SEE OTHER FILES...

U.S.S ENTERPRISE NCC-1701 REFIT:.....File 21
STARBASES AND SPACE STATIONS:.....File 32

ARRIVING AT STARFLEET HEADQUARTERS

Transit station

By 2371, Starfleet Headquarters, next to San Francisco Bay, is served by *Air Trams*. There is a large transit station within the complex, and personnel arrive at regular intervals.

Once personnel have landed, they make their way along the wide platforms to a series of escalators which carry them to the upper levels where they can conduct their business.

The platforms look out over San Francisco Bay, allowing anyone waiting for an *Air Tram* to enjoy a spectacular view of the Golden Gate Bridge.

Although transporters are faster than *Air Trams*, all Starfleet ranks, from crewmen to Admirals, use the transit station.

There is a large transit station at Starfleet Headquarters. Trams land on short runways, which are illuminated for the pilot's convenience. The passengers disembark on to platforms with a stunning view of San Francisco Bay.

Senior officers regularly use AIR TRAMS to travel to Starfleet Headquarters.

By the 23rd century, traveling is a fairly painless experience. Vehicles such as the AIR TRAM are fast and efficient, and don't pollute the atmosphere.

The AIR TRAM is a relatively small vehicle and is often used to transport individuals. Starfleet has a number of AIR TRAMS which are not normally available for civilian use.

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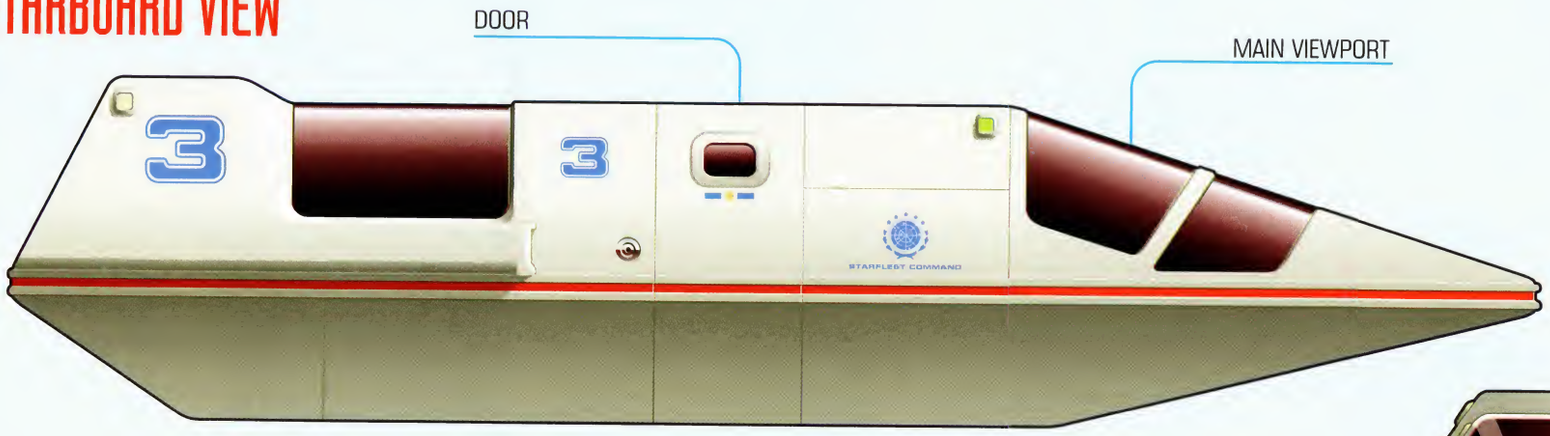
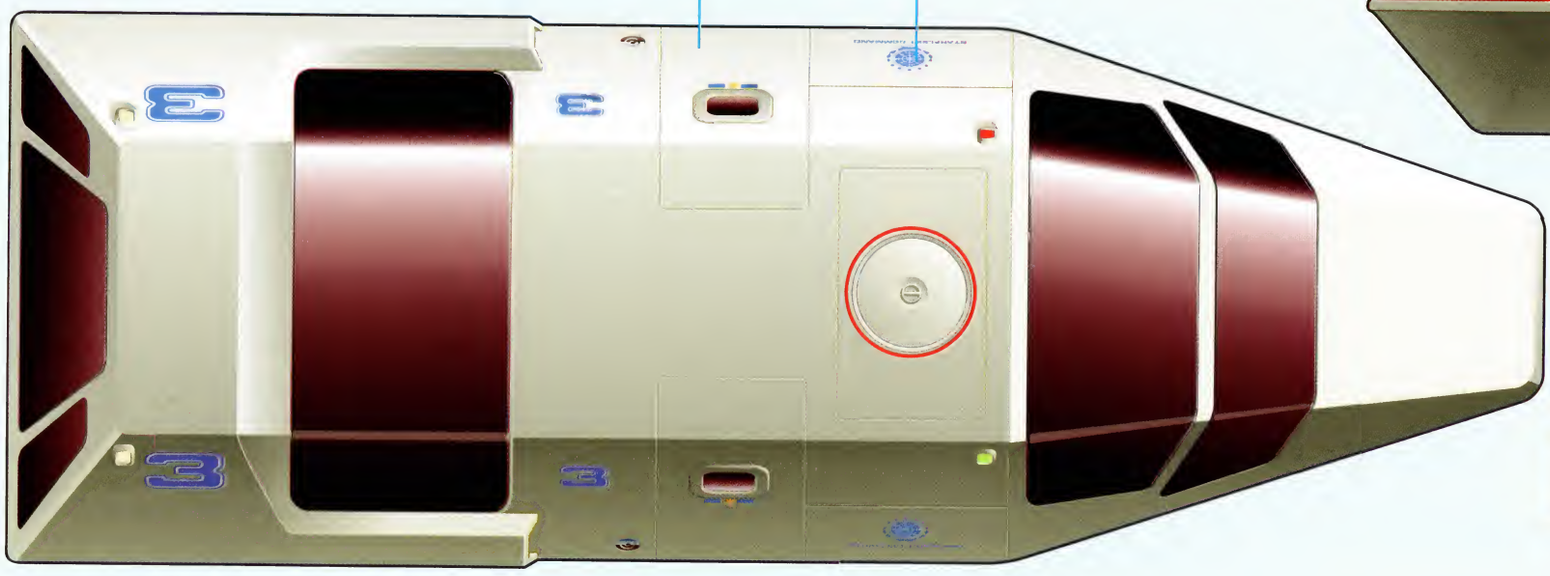
AIR TRAM

The **Air Tram** is one of the most popular modes of transport in the San Francisco Bay area of Earth's North American continent. There are several ground stations throughout the area, including one at **Starfleet Headquarters**.

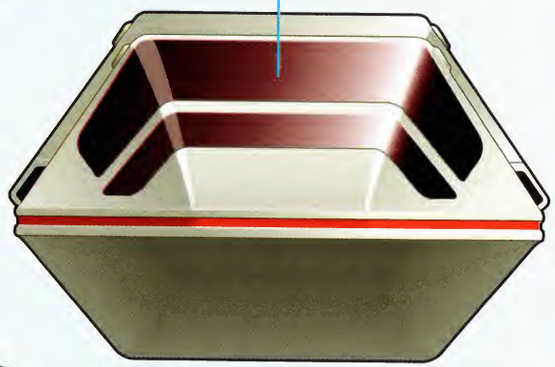
STARBOARD VIEW



DORSAL VIEW



FORE VIEW



***AIR TRAMS** are a common sight in San Francisco, and can often be seen making the journey over the bay to Starfleet Headquarters.*

The S.S. Lakul

The ***S.S. Lakul*** is a transport vessel which is destroyed in 2293. Forty-seven of its **El-Aurian** passengers are rescued by **Captain James Kirk** in one of his last heroic acts.

OTHER CARDS IN THIS FILE...
2 S.S. BOTANY BAY
3 YONADA
SEE OTHER FILES...
OTHER GROUPS AND RACES.....File 18
STAR TREK GENERATIONS...File 78

The ***S.S. Lakul*** is a warp-capable ***El-Aurian transport ship***, which is normally used to ferry people and supplies between star systems.

Transport vessels such as the *Lakul* can be seen throughout the known Galaxy. They make up the backbone of the fleets that traverse the **Alpha Quadrant** on routine missions, much as merchant marine ships once plied the oceans of 20th century Earth.

The *Lakul* is a simple, functionally designed vessel. It has two outstretched wings, each of which houses warp propulsion drives. Between the two warp engine wings, the main tubular body of the *Lakul* contains operational and engineering decks, plus living quarters for both crew and passengers. The *Lakul*, like many other ships in its class, has been structured for efficiency and lacks the elegant design of some contemporary Starfleet vessels.

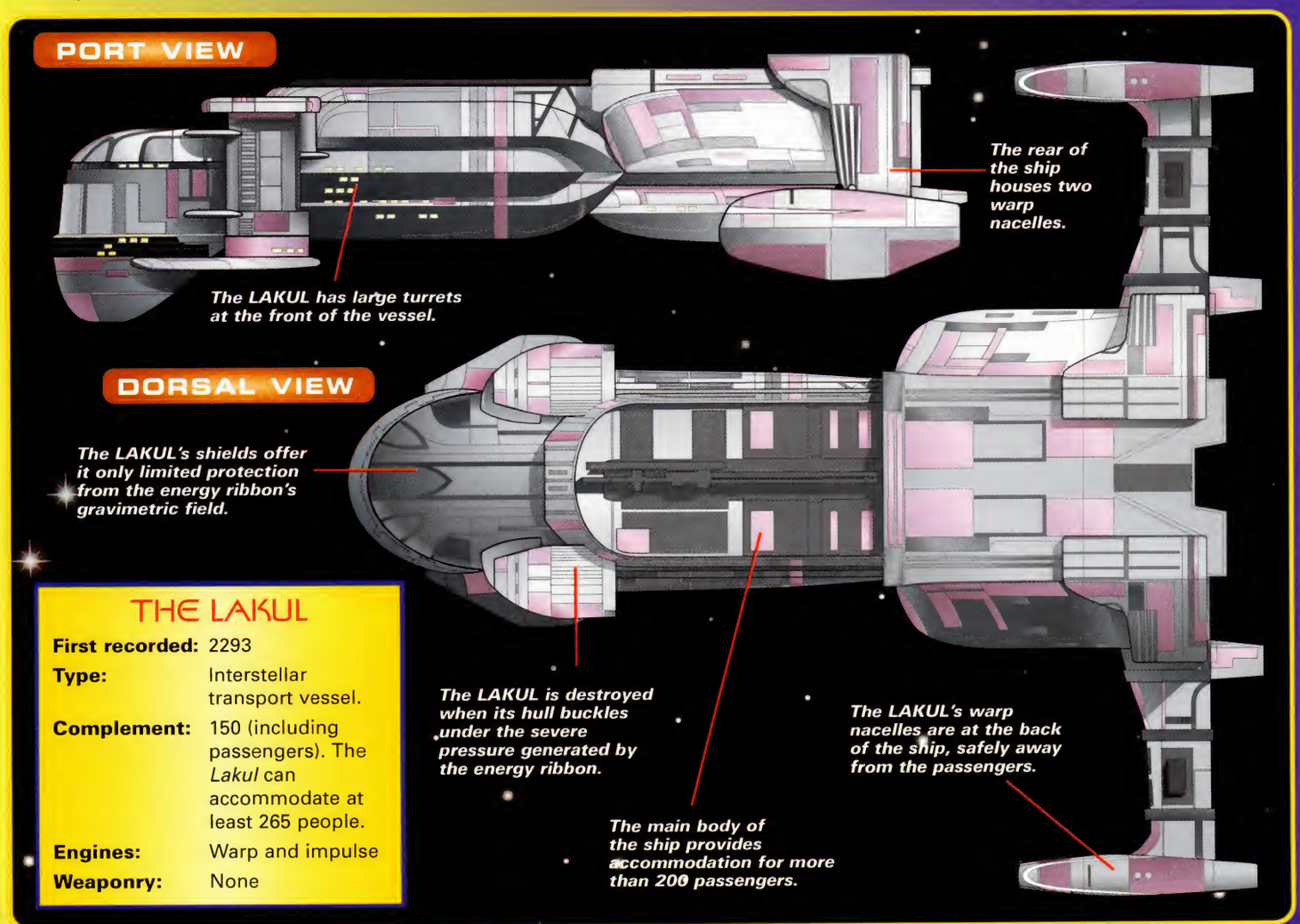
The S.S. LAKUL is one of two ships transporting El-Aurian refugees in 2293 when it is caught in an energy ribbon and destroyed. Only 47 of the LAKUL's passengers escape from the doomed ship.

Although an otherwise nondescript freighter, modified to carry passengers, the *Lakul*'s final mission earns it a place as a footnote in **Federation** history.

Disastrous mission

In 2293, the *Lakul* is one of two ships – the other is the ***S.S. Robert Fox*** – which are transporting **El-Aurian** refugees to Earth. About three light years away from the end of their journey, the ships encounter an unusual energy ribbon and are caught in a powerful gravimetric field. The ships' shields fail and their hull integrities begin to drop quickly. The El-Aurian vessels have no means of breaking free from the gravimetric field and, in desperate trouble, the *Lakul*'s commanding officer issues a distress call.

The distress call is received by the newly commissioned ***U.S.S. Enterprise NCC-1701-B***



THE LAKUL

First recorded:	2293
Type:	Interstellar transport vessel.
Complement:	150 (including passengers). The *Lakul* can accommodate at least 265 people.
Engines:	Warp and impulse
Weaponry:	None

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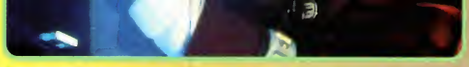
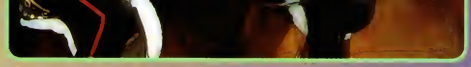
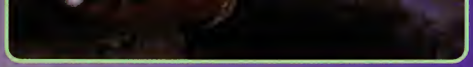


After the ENTERPRISE has rescued the LAKUL, it has to escape from the energy ribbon's gravimetric field. Kirk saves the day by altering the deflector to simulate an antimatter explosion.



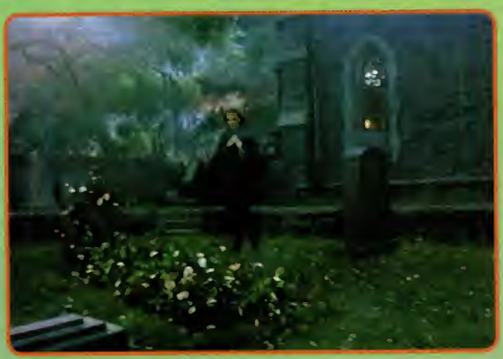
Like the LAKUL's passengers, Kirk is pulled into the Nexus, where he lives an idyllic life. Time has no meaning here, and Kirk has 'only just' arrived when Captain Picard joins him.



Soran is furious that he was 'rescued' from the Nexus, and spends decades working out how to return there. He finally works out how to place himself in the path of the Nexus once more.

colonize Bringloid V, then move to Mariposa when their world is threatened by solar flares.

Native American descendants colonize Dorvan V in the hope of preserving their culture from western influence.



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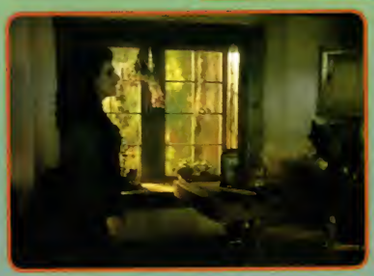

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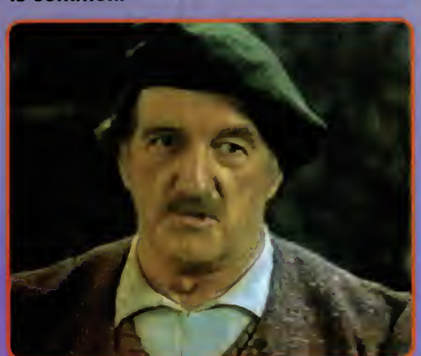

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Colony healer

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Beverly Crusher loved her grandmother very much, and has a great respect for the life she led on Caldos. Before she joined Starfleet, Beverly lived with Felisa on the colony following her mother's death.

James T. Kirk: Ensign to Admiral

When a fresh-faced **James Kirk** joins **Starfleet Academy**, few people can imagine that he will go on to become one of the most famous starship captains in the history of the **Federation**, before accepting a promotion to the Admiralty.

OTHER CARDS IN THIS FILE...
3A KIRK: A CAPTAIN AGAIN
3B KIRK AND THE PRIME DIRECTIVE
3C KIRK'S 'FAMILY'
3D KIRK TO THE RESCUE

SEE OTHER FILES...
CHARTING THE GALAXY.....File 3
U.S.S. ENTERPRISE.....File 20

James T. Kirk spends most of his life in **Starfleet**, from the age of 17 when he joins **Starfleet Academy** until he dies on **Veridian III** at the hands of the evil **Dr. Tolian Soran**.

When Kirk enters the Academy in 2250, he has already had a troubled childhood. At the age of 13 he was on **Tarsus IV** when **Kodos** took brutal measures to deal with the planet's famine. He is one of only nine eyewitnesses to survive the massacre, and never forgets what he saw. Kirk's early experiences may go some way to explaining his determination to excel.

A man called **Mallory** helps Kirk get into the Academy, and his faith in the young man is amply rewarded. Kirk is a brilliant and dedicated student, though some, including an upperclassman called **Finnegan**, who subjects him to various practical jokes, think him a little serious and bookish.

Standing out

Kirk's reputation increases when he is the first and only cadet ever to beat the **Kobayashi Maru** scenario, a test designed to confront aspiring starship captains with a no-win situation. Kirk breaks into the Academy's computer and reprograms the scenario so that he can win. He is commended for original thinking.

Even at this early stage in his career, Kirk is dedicated to duty. As a midshipman he becomes

"Commanding a starship is your first, best destiny."
— Spock to Captain Kirk

PROFILE ON KIRK

NAME: James Tiberius Kirk
2250: Enters Starfleet Academy; assigned to ***U.S.S. Republic NCC-1371***.
2254: Graduates from Academy; assigned to ***U.S.S. Farragut NCC-1647***.
2263: Promoted to Captain.
2264: Begins five-year mission on ***U.S.S. Enterprise NCC-1701***.
2269: Completes mission; promoted to Admiral.
2271: Returns to the field; begins second five-year mission.
2291: Retires from Starfleet
2294: Returns to active duty
FIRST SEEN: 'Where No Man Has Gone Before' [TOS]

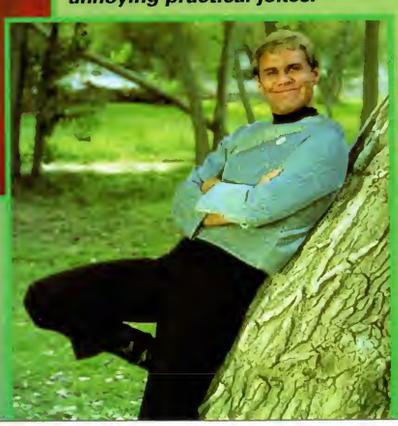
To many people, James Kirk is the model starship captain. He has an almost legendary reputation, earned during a long and distinguished career.

EARLY DAYS

★ **Best friends**
When Kirk is made captain of the U.S.S. ENTERPRISE NCC-1701, he arranges for his friend Gary Mitchell to be assigned to his command. The two men had been close since their Academy days, when Kirk was a student tutor.

★ **Painful memories**
As a Starfleet captain, Kirk finally catches up with a figure from his past: Kodos, the Governor of Tarsus IV, who has now adopted the identity of Karidian, a Shakespearean actor.

★ **Bully boy**
Even the famous James T. Kirk was bullied in his days at the Academy. His nemesis was an upperclassman called Finnegan, who took great pleasure in subjecting the young Kirk to annoying practical jokes.



★ **Obsession**
Kirk becomes obsessed with a deadly cloud organism which attacked the U.S.S. FARRAGUT when he was a lieutenant. Kirk blames himself for not firing quickly enough.

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James T. Kirk: Ensign to Admiral

★ **Back in action**

During the V'GER crisis of 2271, Admiral Kirk assumes command of the refitted U.S.S. ENTERPRISE NCC-1701. Starfleet Command feels that his expertise is best used in the field where he has proven himself countless times.

★ **Admiral Kirk**

When the ENTERPRISE returns from its five-year mission, Kirk accepts a promotion to admiral and becomes the head of Starfleet Operations.

★ **On trial**

In 2267, Kirk is forced to stand trial for the murder of his friend Ben Finney. He is defended by Samuel T. Cogley. With a little help from Mr. Spock, they manage to prove that Kirk is innocent and that Finney is still alive.

close friends with one of his instructors, **Ben Finney**, and Finney even names his daughter Jamie for Kirk. During Kirk's first year at the Academy they are both assigned to the ***U.S.S. Republic NCC-1371***. The young Ensign Kirk relieves Finney on watch and discovers that he has left a circuit to the ship's atomic matter piles open, seriously endangering the ship and the lives of everybody on board. Kirk closes the circuit and logs the incident. As a result, Finney earns a reprimand and loses any immediate chance of promotion. He fails to accept responsibility for the incident, and blames Kirk.

While assigned to the *Republic*, Kirk is part of a mission to the planet **Axanar**, where his hero **Captain Garth** has recently won a famous victory. Kirk is awarded the **Palm Leaf of Axanar** for his part in the mission.

★ **Valuable advice**

When he returns from retirement, Kirk takes up a post as an instructor at Starfleet Academy. Among his students is a young Vulcan female named Saavik.

Back to the Academy

After his tour of duty on the *Republic* ends, Kirk returns to the Academy, where he becomes a student tutor. His class earns quite a reputation among the other cadets, who know that in Kirk's class it's "think or sink". Kirk becomes best friends with one of his students, **Gary Mitchell**, who later serves with him on the ***U.S.S. Enterprise NCC-1701***.

During his time at the Academy, Kirk has at least three serious relationships, one with a lab technician, one with **Janice Lester**, which lasts a year, and one with a beautiful young woman called **Ruth**.

Kirk graduates from Starfleet Academy in 2254 and is assigned to the ***U.S.S. Farragut NCC-1647*** under **Captain Garrovick**. Within a year, Kirk has made lieutenant. He first experiences command when he leads a planetary survey party; during this mission he befriends the leader of the local hill people, a man called **Tyree**.

In 2257, Kirk is involved in a serious incident that leaves him deeply troubled for many years. Near **Tycho IV**, the *Farragut* encounters a mysterious and dangerous cloud creature. Kirk hesitates before firing the ships' phasers, and, when the creature attacks, 200 people, including Captain Garrovick, are killed.

At this point in his career, Kirk is involved with a number of women, including Areel Shaw. He and **Carol Marcus** have a son, **David**, in 2261, but she asks him not to become involved in the child's upbringing. Although he sees Carol Marcus a number of times in the following years, he respects her wishes. Later the same year, Kirk is involved with the future **Janet Wallace**, an endocrinologist, but their differing career goals pull them apart. In fact, it seems that Kirk's dedication to his career makes it almost impossible for him to form lasting relationships.

In 2263, at the age of 31, Kirk is made a captain and replaces **Christopher Pike** as commander of the *Enterprise*. The following year, he begins his famous five-year mission. Kirk excels as a captain; he is frequently decorated, and his exploits become required reading at the Academy. However, in 2267 he is the first Starfleet captain ever to stand trial when he is accused of the murder of Ben Finney. During the trial it emerges that Finney, who has become obsessed with Kirk, has faked his own death and tried to frame the Captain, and Kirk is exonerated.

When the five-year mission ends in 2269, Kirk is promoted to admiral. He accepts the promotion against the advice of **Dr. McCoy**, who advises him that he will never be happy unless he is in command of a starship.

Senior officer

As an admiral, Kirk becomes chief of **Starfleet Operations**. He returns to the field in 2271, when the **Federation** is threatened by ***V'Ger***. After the threat has passed, Kirk begins a new five-year mission, once again commanding the *Enterprise*. The mission ends in 2276, and five years later Kirk decides to retire from Starfleet. During his retirement, he falls in love with a woman called **Antonia**, whom he meets at his uncle's farm in Idaho. They live in a beautiful mountain cabin but, in 2284, Kirk returns to Starfleet against her wishes, and their relationship ends.

★ **Aging gracefully**

Kirk is particularly troubled by the thought of old age. He feels that he was in his prime as a starship commander, and that he is now too old to return to the field. But his career as a captain is far from over.

FILE 48 KLINGON PERSONNEL

Kor: Dahar Master

Kor is a **Klingon Dahar master** and a semi-legendary warrior. As children, Klingons learn about his famous encounter with **Captain Kirk** on **Organia** and his victories over the **Romulans**. Late in life he has grown fond of drink, but is still a formidable opponent.

OTHER CARDS IN THIS FILE...
8 Koloth
10 Kang
SEE OTHER FILES...
STAR TREK: The Original Series .....File 68
STAR TREK: DEEP SPACE NINE.....File 70

In many ways, **Kor** is the perfect **Klingon**; he has won many famous victories, and even in old age he lives life to the fullest. Kor is an independent spirit who pays little attention to the **High Council**, and openly scorns the leader, **Chancellor Gowron**. He has become a semi-legendary figure within the Empire, and tales of his heroism are commonplace.

One of the most famous stories is about Kor's encounter with **Captain Kirk**. When negotiations between the **Federation** and the **Klingon Empire** break down in 2267, Kor is sent to **Organia**, a strategically important planet, as the Klingon military governor.

Kor is a great believer in traditional Klingon values; he takes great pleasure in his work, and enjoys laughter. He is convinced that in a war with the Federation, the Klingons will win because they are more disciplined and ruthless.

On Organia, he establishes a standard set of strict rules and regulations. Any violation of the rules is to result in punishment by death. Kor makes it clear that if a single Klingon is killed, 1,000 Organians will die. Kor's dominance over the pacifist Organians is total, and he is disgusted by their lack of backbone and their "stupid, idiotic smiles."

A man he can trust

The only opposition Kor encounters comes from a man called **Baroner**. Kor instantly makes him his liaison to the **Organian Council**, because he feels it is important to deal with a man whom he understands. When it is revealed that Baroner is actually Captain James T. Kirk of the ***U.S.S.***

PROFILE ON KOR

NAME: Kor

LIFE FORM: Klingon male

CAREER: Early in his career, Kor becomes the Governor of Organia. He goes on to inflict serious defeats on the Romulans, most famously at the Battle of Klach D'kel Brakt. In old age he is made the Klingon Ambassador to Vulcan, where he discovers the Shroud of the Sword of Kahless.

POLITICS: Kor is not impressed by Gowron, and opposes his decision to go to war with the Federation in 2372.

MEDICAL CONDITION: Despite his advanced years, Kor is still strong and healthy; he is easily a match for most warriors half his age. He has taken to drinking heavily.

SKILLS: Kor is a Dahar master, and is extremely skilled with the bat'leth.

FIRST SEEN: 'Errand of Mercy' [TOS]

Kor is a skilled warrior. He has won many famous victories, earning himself an important place in Klingon history. In old age, he has developed a weakness for drink and a tendency to exaggerate, but retains his skills in combat

KLINGON GOVERNOR

★ Ideal Klingon

In his prime, Kor is an exceptional warrior. He has a distinguished career and is placed in command of the Klingon invasion of Organia.

★ Fighting spirit

Kor does not trust men who smile and agree with him; he admires men like himself, who offer proud resistance. On Organia, Kirk, who is posing as Baroner, is the only person who reacts with the appropriate resentment, and Kor immediately makes him his liaison with the Organian Council.

★ His own man

Kor is outraged when the Organians begin to dictate terms for a peace treaty. As far as he is concerned, the Klingon Empire has the inalienable right to decide when to make war and on whom to make it. He has an unexpected ally in Captain Kirk.

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Kor: Dahar Master

Enterprise NCC-1701, Kor is thrilled to have a worthy adversary. In Kirk, he sees a challenge which appeals to his battle-loving nature.

When the Organians finally reveal themselves to be powerful beings and impose the **Organian Peace Treaty**, Kor regrets that the battle with Kirk won't take place, as he is sure it would have been glorious.

Kor continues his military career within the Klingon Empire and has several stunning victories, including leading the winning forces against the **Romulans** in the battle of **Klach D'kel Brakt** in 2276.

Tragic loss

In 2290, Kor and two other Klingons, **Kang** and **Koloth**, track down a criminal known as the **Albino**. The Albino escapes their trap and avenges himself on Kor and his fellow captains by murdering their firstborn children. This personal tragedy haunts Kor for the rest of his life.

The three Klingons and the godfather of Kang's son, **Curzon Dax**, take a blood oath to avenge the death of their children. Kor and his fellow warriors are relentless in their pursuit of their enemy, whom they finally locate in 2370.

By this time, Kor is an old man. He travels to ***Deep Space Nine*** to reunite with Koloth, Kang and Dax, now **Jadzia Dax**. On the station, he gets drunk and refuses to leave the holo-reenactment of his victory over the Romulans years before. In old age, Kor has turned to wine, women and song. But when the Albino's whereabouts are discovered, his former vigor surges back. Kang and Koloth die in battle, but Kor survives.

Legendary quest

In 2370, Kor is appointed as the Klingon ambassador to **Vulcan**. While serving in this capacity, Kor acquires the **Shoud of the Sword of Kahless**, which was found by a Vulcan expedition to the **Gamma Quadrant**.

Kor is not impressed by the events which follow on the Klingon homeworld as war with the **Dominion** looms, and he opposes Gowron's decision to abandon the **Khitomer** accords.

In 2371, Kor returns to *Deep Space Nine* and recruits Jadzia Dax and **Worf** to help him locate the Sword of Kahless, which has enormous significance for his people. Worf's current dishonor among the Klingons is of no importance to Kor, who has his own sense of honor.

Unfortunately, Kor has boasted about his quest to anyone who will listen, and a group of Klingons led by the renegade **Toral** follow his party to the Gamma Quadrant.

As soon as they have the sword, Kor's mistrust of Worf surfaces, as does Worf's dislike of the loquacious ambassador. The two fight nearly to the death, and must fend off Toral's party of Klingons before they leave the distant **Hur'q** planet where the sword was hidden. As a result, Kor and Worf decide the Klingon Empire is not yet ready for the return of such a powerful, symbolic weapon. Fearing it would only serve to create more strife for the factions battling for control of the Empire, Kor, Worf and Dax transport the legendary sword into deep space in a distant part of the Gamma Quadrant, confident that it will someday be discovered again and returned to the Klingon people.

"I have heard stories about you since I was a child; your confrontation with Kirk on Organia, your attack on Romulus, your defense of the Kohmer pass."

— Worf to Kor

A DRUNKEN STORYTELLER

★ **Tall tales**

Kor delights in telling long and unlikely stories about his adventures. His audience may not believe every word he says, but they are usually spellbound by his tales. Kor's lack of discretion has got him into trouble but, as Dax says, his heart is in the right place.

★ **Heavy drinker**

Worf is at first honored to meet the semi-legendary Kor, even though the old warrior has become a heavy drinker, who is particularly fond of Breshtanti ale and often becomes seriously intoxicated.

★ **Deadly warrior**

As an old man, Kor enjoys drinking and womanizing, but time and drink have not dented his fighting skills. Kor is a formidable warrior, and wields his bat'leth with more skill than most younger men.

LEGENDARY DISCOVERY

★ **Amazing find**

Kor, Dax and Worf discover the Sword of Kahless in a hidden chamber in a Hur'q museum. Kor is awed when he first takes the famous weapon in his hands.

★ **Ambitious men**

Kor and Worf come to blows over the sword; each of them is convinced that he would be able to unite the Empire and bring it new glories.

Environmental Suits: 2268

The environmental suits in use in 2268 are worn by **Starfleet** personnel in hostile environments, such as on inhospitable planets, in areas flooded with gas or radiation, or when making repairs to the exterior of a starship.

This model of environmental suit allows the wearer to move freely. This can be important when visiting damaged ships.

In the 2260s, more than one design of environmental suit is available to **Starfleet** personnel. The model of suit, used by a ***U.S.S. Enterprise NCC-1701*** landing party when they investigate the deserted ***U.S.S. Defiant NCC-1764***, provides the wearer with heavy duty protection from hazardous environments; it has an oxygen supply, and can protect the wearer in a vacuum. These suits closely resemble the early spacesuits that were worn by 20th century Earth astronauts, but are much lighter and less bulky.

Protective design

The suits offer more protection than the large orange bodysuits which are in use in 2266. Like all containment suits, they are suitable for use by technicians entering a biologically hazardous area. For example, the personnel stationed at the **Elba II** penal colony were issued with environmental suits when working in that planet's poisonous atmosphere.

This model of environmental suit is skin tight and is constructed of a flexible, metallic material. A single piece covers the legs, arms and torso; a rigid unit covers the shoulders and upper chest. A domed helmet locks on to this.

The helmet is large and quite spacious, leaving the wearer with more than enough room to move his or her head around. It has a large, transparent faceplate which extends over the head, so that if necessary the wearer can tilt his or her head backward and look up. There is a small red nameplate on the front of the helmet, in the center, below the faceplate.

Ancillary devices

The suit has built in communications devices. If the wearer speaks, his or her voice is automatically transmitted to other nearby personnel who are wearing suits. Long range communications can be initiated from a panel above the collar bone. The controls are simple, and the communicator is activated by touching the panel.

Various other controls are located around the suit, specifically above the right breastbone and on the wrists. Standard landing party equipment, such as hand **phasers**, can be attached to two adhesive straps around the waist of the suit.

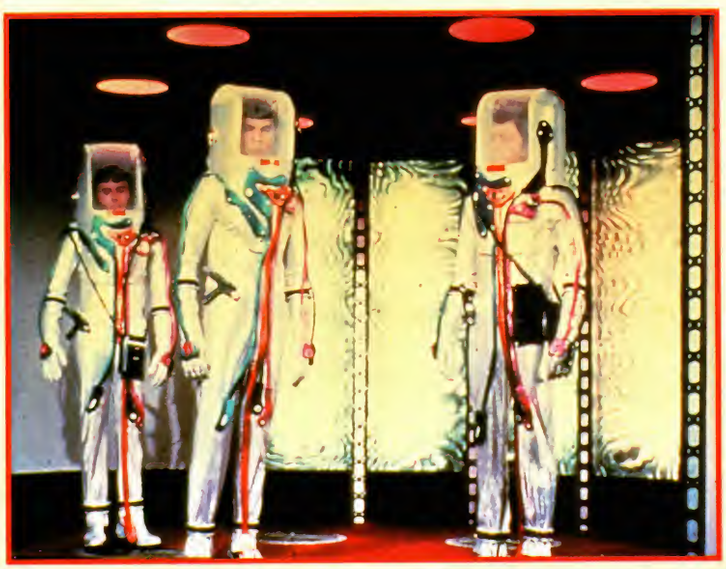
The suits are ideal for boarding a ship which has lost atmospheric integrity, like the U.S.S. DEFIANT NCC-1764, which Captain Kirk and his crew investigate in 2268.

The suit's communicator is activated by touching an orange panel on the front of the helmet. It can be used to communicate with other members of a landing party or with the wearer's ship.

This model of environmental suit is hermetically sealed, and the wearer does not need to be decontaminated upon returning to the vessel. Although the suit is capable of protecting the wearer from the hard vacuum of space, it is not designed for extensive use. The internal air supply lasts for only about four hours, after which point personnel must return to their ship or space station. The air supply is stored within the suit itself, and does not rely on external containers.

The material used in the construction of the environmental suit is lightweight enough to give the wearer considerable freedom of movement, but the suit is still sturdy enough to survive minor accidents and is totally nonporous to protect against virtually any type of gas or radiation. The gloves are thin enough to allow the wearer to use sensitive instruments such as a **tricorder** with ease.

When **Captain James Kirk** is briefly pulled into **interspace** and trapped in an alternate dimension, the suit is sufficiently rugged to keep him alive until his crew can rescue him.



Landing parties wear environmental suits whenever they are entering potentially dangerous environments, such as a vacuum. Communicators, which are built into the suit, allow the crew to maintain contact with their vessel at all times.

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Environmental Suits: 2268

1 Dangerous environment Starfleet personnel are often required to deal with inhospitable environments that require the use of specialized equipment. This model of environmental suit allows the user to enter airless or polluted areas. It is hermetically sealed and has an internal air supply.

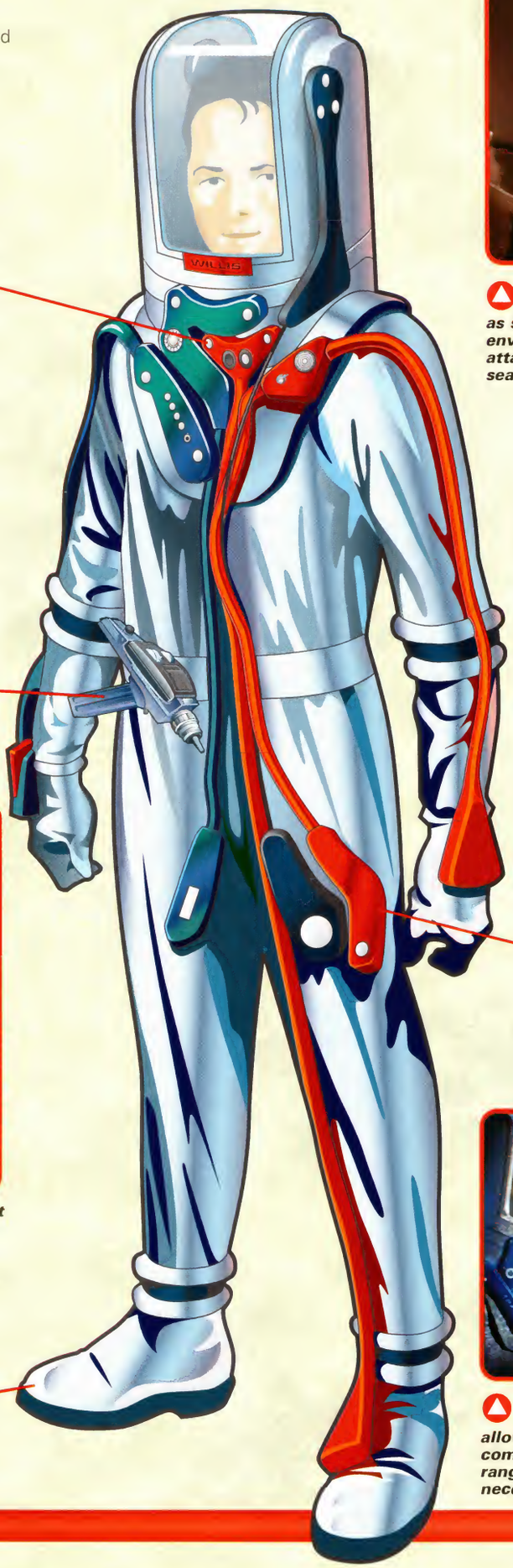
The suit's communicator is controlled from an orange panel above the collar bone. The controls are very simple, and the wearer only needs to place a hand on the panel.

2 Ease of use Like all Starfleet equipment, the environmental suit is designed for ease of use. The suit is lightweight and allows a full range of movement. The necessary controls, including a communicator, are in easily accessible locations on the suit's exterior.

Handheld equipment, such as a type-2 phaser, can be attached to two straps just above the hips, where it is easily reachable.

The suit is constructed of a lightweight metallic material that gives the user complete freedom of movement. Various controls are mounted on the suit, and the gloves allow the wearer to operate delicate controls with relative ease.

The suit creates an enclosed environment around the wearer, enabling him or her to enter hazardous areas, such as the vacuum of space or zones that have been flooded with radiation.



The suit's large, domed helmet can be removed easily as soon as personnel enter a safe environment. When the helmet is attached, the suit is hermetically sealed.

3 Protective unit The environmental suit completely isolates the wearer from a harmful environment and dangerous organisms. Unlike earlier, simpler designs, it does not require further decontamination when personnel return to their vessel. However, it is not designed for extended periods of use, and the air supply only lasts for about four hours.

Controls are located around the suit in places where they can be accessed quickly.

The environmental suit's communications systems allow users within visual range to communicate normally; the long range communicator is not normally necessary.

FILE 68 STAR TREK: The Original Series

'Metamorphosis'

Kirk, Spock, McCoy and a terminally ill diplomat, **Nancy Hedford**, are trapped on an obscure planetoid. The planetoid's only inhabitants are a man who should have died 150 years ago, and a mysterious creature he knows only as the **Companion**.

'METAMORPHOSIS'

"As a matter of fact, Captain, I didn't crash here; I was brought here in my disabled ship. I was almost dead. The Companion saved my life ... I was an old man ... the Companion rejuvenated me, made me young again, like I am now."

– Zefram Cochrane

Captain Kirk, **Mr. Spock**, and **Dr. McCoy** are returning to the ***U.S.S. Enterprise NCC-1701*** in the ***Galileo*** shuttlecraft. With them is **Commissioner Nancy Hedford**, a **Federation** diplomat who has contracted the deadly **Sakuro's disease** and desperately needs treatment. Spock detects an energy cloud moving toward them at warp speed, and when Kirk changes course the cloud follows them. The *Enterprise* officers are powerless as the cloud envelops their ship and pulls them off course.

The cloud takes the shuttle to the surface of an isolated planetoid. None of the shuttle's equipment is working, and the crew are unable to contact the *Enterprise*. Spock's investigations show that there is nothing physically wrong with the shuttle, and Dr. McCoy's **tricorder** shows that the cloud is on the planet with them.

Stranded

Before long, a man runs toward them; his name is **Cochrane**, and he is delighted to have company. He explains that the shuttle won't work because of some kind of damping field on the planet. He claims that he was marooned here a long time ago and suggests that the *Galileo*'s crew join him in his home. Before they leave, McCoy warns Kirk that Commissioner Hedford's condition will get much worse unless it is treated.

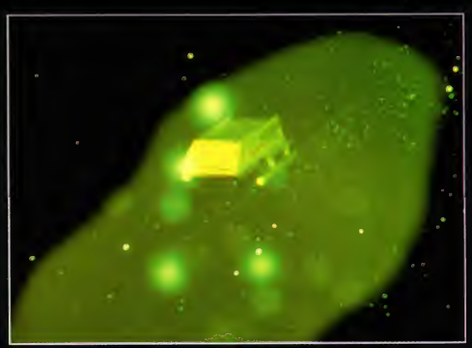
Cochrane leads Kirk's party to his small house, which he made from the remains of his ship. Kirk, Spock and McCoy see the cloud outside, and Cochrane reluctantly admits that he knows what it is; he calls it the **Companion**. A hundred and fifty years ago, an aging Cochrane had taken a ship into space, planning to die there; the Companion found him, rejuvenated him, and brought him to this planetoid, where it has cared for him ever since.

Suddenly, Kirk realizes who their host is – Zefram Cochrane, the man who invented the

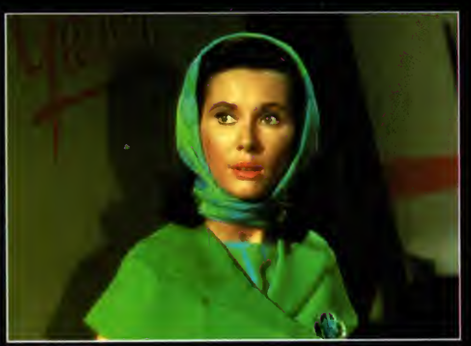
STARSHIP FACTS

Zefram Cochrane is one of the most important figures in Earth's history. He not only invented the warp engine, but was the first man to make contact with another race, the Vulcans.

ON SCREEN...



1 ***Before the GALILEO can rendezvous with the U.S.S. ENTERPRISE, a mysterious cloud envelops it and drags it off course to a planetoid.***



2 ***Commissioner Nancy Hedford has contracted the extremely rare but very dangerous Sakuro's disease, which needs to be treated soon.***

3 ***The crew of the GALILEO are greeted by a man called Cochrane. He explains that he has been marooned on the planetoid for years.***

4 ***Cochrane takes his guests back to his home. After a while, he explains that he has been kept alive by a mysterious creature he calls the Companion.***

5 ***Nancy Hedford's condition is worsening. She has developed a fever, and unless McCoy can get her to the ENTERPRISE's sickbay she will die.***

6 ***Cochrane tries asking the Companion for help. He summons his benefactor with his thoughts, and when it needs to communicate it surrounds him.***

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'Metamorphosis'

warp drive. Cochrane also knows why Kirk and his party were brought here: hoping that it would release him, he had told the Companion that he would die of loneliness. Bringing him guests is obviously its response.

Hedford's condition is worsening, and she only has hours to live. With little alternative, Kirk tells Spock to construct a weapon, and has Cochrane ask the Companion if it can help Hedford.

Spock returns to the shuttle, but the Companion attacks him and burns out many of the *Galileo*'s circuits.

Cochrane stands in an open space near his house and summons the Companion. When it arrives, it completely envelops him. To Kirk and McCoy the process seems very intimate, very like love. The Companion leaves, and Cochrane reports that there is nothing it can do to help the ailing Commissioner.

McCoy finds Spock on the ground near the shuttle. He is all right; apparently the Companion is largely composed of electricity, and gave him a hefty shock. Spock returns to Cochrane's house with a device that will scramble the entity's electrical impulses. Cochrane is concerned that using it might kill the Companion, but, as Kirk says, they seem to have no choice.

Once again, Cochrane summons the Companion and Spock activates the device. Clearly affected, the Companion attacks Kirk and Spock, overloading the device. They are only saved when Cochrane calls the Companion back. Fighting the Companion is clearly pointless, but McCoy suggests they might be able to reason with it.

Mr. Scott is in command of the *Enterprise* and has begun to look for the *Galileo*. **Sulu** finds a particle trail, but this soon peters out. Scotty has little choice to set a course along the *Galileo*'s last known heading.

Strange love

Spock collects the **Universal Translator** from the shuttle and modifies it for communication with the Companion. Cochrane summons the entity, and Kirk manages to establish a dialogue. Interestingly, the Companion is female and seems completely devoted to Cochrane, whom she calls "the man". Kirk tries to explain that the kind of life she is offering isn't enough for them or for Cochrane, but the Companion doesn't seem to be able to understand, and leaves.

Cochrane is surprised to learn that the Companion is female, and horrified when Kirk, McCoy, and even Spock, tell him that she is obviously in love with him. He storms out, unable to cope with the reality of his situation. Nancy Hedford is delirious, but she is moved by Cochrane's reaction. She has never been loved, and is saddened by the thought that Cochrane is running from what she has always wanted.

The shuttle's trail has led the *Enterprise* to a massive asteroid field, and Scotty begins to scan each asteroid for life signs.

Cochrane summons the Companion again, and Kirk explains that unless she grants Cochrane his freedom, his spirit will die. He tells her that she cannot love Cochrane because they are too different. The Companion realizes that Kirk is right and merges with Nancy Hedford, saving her from death. The Companion/Nancy explains that she will let the crew go; in her new form she understands love. Cochrane overcomes his shock, and takes the Companion for a walk. Meanwhile, Kirk contacts Scotty.

Cochrane wants to show the Companion the Galaxy, but she explains that she cannot leave this planet, and that in her new form she will age and die. Cochrane is shocked that she has given up everything, but the Companion is happy that she has known love. Finally seeing the truth, Cochrane leans forward and kisses her.

Cochrane and the Companion return to the house and announce that they will stay here and grow old together. Cochrane has one last request – don't tell the rest of the Galaxy about him. Kirk smiles his agreement.

ON SCREEN...

7 ***The link between Cochrane and the Companion is amazingly intimate; it seems to resemble love. The entity is very protective of him.***

8 ***The Companion finds Spock near the GALILEO and attacks him. It gives him a powerful electric shock that knocks him unconscious.***

9 ***Spock's weapon is designed to interfere with the Companion's electrical impulses, but it is not powerful enough to disable the creature, and Spock and Kirk barely escape with their lives.***

10 ***The Universal Translator is designed for communication with humanoid life forms, but Spock is able to modify it so that Kirk can communicate with the Companion.***

11 ***Kirk tells the Companion that its human guests will die unless they have their freedom, and that it cannot truly understand the emotion of love.***

12 ***The Companion merges with Nancy Hedford, saving her life and creating a new being who can offer Zefram Cochrane all he needs.***

FILE 71 STAR TREK: VOYAGER

'Meld'

As a **Vulcan**, **Tuvok** has always been in control of his emotions, and believes that there is a logical reason for everything. But when he is confronted by the murderous **Lon Suder**, his desire for understanding forces him to confront his own dark side.

'MELD'

"Around us he was the quietest, most unassuming guy you'll ever meet; typical Betazoid, kept to himself, I never knew much about him ... A lot of us were doing what we were doing to protect our families, but Suder had his own reasons. I wish I could tell you what they were."

– Chakotay

In the ***U.S.S. Voyager NCC-74656***'s **holodeck**, **Tom Paris** is educating **Harry Kim** in the ways of pool and of gambling. Tom offers the room a bet – all they have to do is predict what the **radiogemic** particle count will be at 1200 hours tomorrow. For his trouble, Tom will take a small cut of the pot.

In Engineering, the crew are having difficulties with one of the warp drive manifolds. Crewman **Hogan** believes that the problem is related to the **EPS flow**.

Meanwhile, **Tuvok** is in the mess hall, where **Neelix** is doing his best to make him happy. *Voyager*'s self-appointed morale officer assures the impassive **Vulcan** that he won't rest until he sees him smile. As Neelix tries to persuade Tuvok to celebrate an extremely primitive Vulcan festival, **B'Elanna** calls the security chief to Engineering. She's found the source of their problems – a badly burned body in one of the EPS conduits.

Motiveless crime

The Doctor reports that the dead crewman, a **Starfleet** officer called **Darwin**, was killed by a blow to the head and placed in the conduit, where his killer obviously hoped the body would be vaporized. The only person in Engineering when Darwin came on duty was a **Maquis** crewman, **Lon Suder**. In the Captain's office, **Chakotay** and B'Elanna tell **Janeway** and Tuvok that, in combat, Suder always seemed to enjoy killing a little too much. Chakotay adds that sometimes he felt he had to hold him back.

Tuvok begins his investigation by interviewing Suder. He denies killing Darwin, whom he claims to have barely known. He certainly has no obvious motive for murder, and Tuvok continues to investigate. However, his inquiries come to an abrupt end when the **Doctor** manages to retrieve some of Suder's DNA from Darwin's wound, proving that Suder is the murderer.

Tuvok confronts Suder, and this time he admits to the killing, but insists that it was

STARSHIP FACTS

Before Surak convinced his fellow Vulcans to follow the path of logic, they were an extremely violent and warlike people.

ON SCREEN...

1 *B'Elanna is horrified to find the charred remains of a human body in one of the U.S.S. VOYAGER's EPS conduits.*

2 *During a briefing, Chakotay and B'Elanna admit that they have always had doubts about Lon Suder.*

3 *Tuvok interviews Suder, but the Maquis crewman insists that he is innocent and had no motive for killing Darwin, whom he barely knew.*

4 *The Doctor solves the crime when he finds some of Suder's DNA in Darwin's wounds. He has incontrovertible proof that Suder is Darwin's killer.*

5 *Determined to understand his prisoner's motivation, Tuvok suggests to Suder that they undergo a Vulcan mind-meld.*

6 *During the meld, the two men share their thoughts. The meld leaves both of them with traces of the other's personality.*

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'Meld'

a motiveless crime. The best explanation he can give is that he simply didn't like the way Darwin looked at him. Tuvok is perturbed by Suder's attitude; as far as he is concerned, Suder must have had a logical motive, and it is his job to discover it. The Doctor suggests that Suder may not be able to control his violent urges, but Tuvok is unwilling to accept that. Determined to understand the murderer's reasons, Tuvok suggests mind-melding with Suder, explaining to the Maquis crewman that each of them will retain some of the other's personality. This may have special benefits for Suder, who will be able to use Tuvok's Vulcan self-control to suppress his need for violence.

There has been no winner in Paris's betting pool, but the pot rolls on until the next day, and Tom keeps taking his cut.

Tuvok tells Captain Janeway that, since melding with him, he accepts that Suder simply can't control his violent impulses, and suggests killing him. Janeway is surprised, and orders Tuvok to confine Suder to his quarters instead. She is concerned that the meld has had an adverse affect on Tuvok and suggests he take some time for meditation, but the Vulcan insists that he can cope with the residual violent impulses.

But Tuvok seems barely able to control himself. He deals with his violent feelings by going to the holodeck and attacking a holographic Neelix.

Meanwhile, Chakotay shuts down Tom's gambling operation, confiscating the pot, and warns Paris that the Captain will be disappointed in him.

Losing control

The mind-meld has left Suder with a new sense of calm; like Vulcans, he is able to distance himself from the violence within him. Tuvok tells him that he will have to commit to a program of self-discipline. Suder is determined to change his ways, and understands that in turn Tuvok must be troubled by the violent feelings that the meld has left him with.

Tuvok returns to his quarters and orders the computer to erect a containment field, remove his security clearance, and inform the Captain that he is not fit for duty. Janeway comes to Tuvok's quarters; she finds the once impassive Vulcan sitting in the dark, surrounded by broken furniture. She plans to take him to the Doctor, and, afraid of what he might do, Tuvok suggests that she sedate him first.

The Doctor's examination shows that the meld unbalanced Tuvok's ability to suppress his emotions. He believes that he can force Tuvok's mind to recover by temporarily removing his ability to control his feelings. Tuvok is excited and extremely aggressive. He tells Janeway that he is disgusted by the human unwillingness to acknowledge their darker side, and once again asks her do the logical thing by killing Suder. When she refuses, he tells her to remove the forcefield and allow him to kill Suder himself. When no one will help him, Tuvok tries to break through the forcefield, but he passes out just as the first treatment ends.

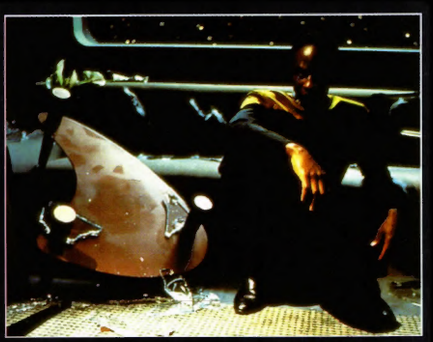
Later that night, Tuvok pulls from his head the devices which remove his ability to suppress his emotions, and disables the forcefield. Then he goes to the brig and tells Suder that he plans to execute him.

Suder is prepared to die, but questions Tuvok's motives. He tells the Vulcan that, whatever justification he uses, if he kills him he will be giving in to his violent emotions. With the benefit of experience, Suder tells Tuvok that if he does that he will never be able to turn back; either he must control the violence, or it will control him. Shaking with emotion, Tuvok reaches out and mind-melds with Suder. When the meld is over, the Vulcan collapses. Suder contacts the bridge to call for help, and waits with Tuvok cradled in his lap.

In sickbay, the Doctor informs Tuvok that he is regaining control of his emotions, which is why he was unable to kill Suder. Back in control of himself, Tuvok apologizes to Captain Janeway and tells her that he has always had the greatest respect for her, as a captain and a friend.

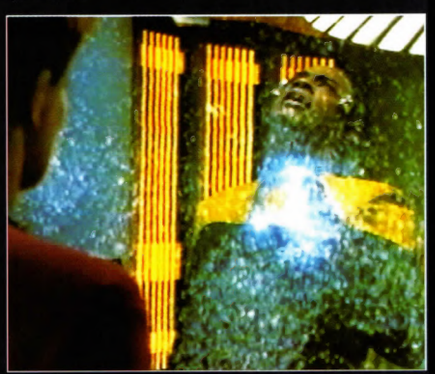
ON SCREEN...

7 ***The mind-meld leaves Suder with a new Vulcan-like calm, and for the first time in his life he is able to gain some control over his violent impulses.***



8 ***Tuvok is unable to control the violent feelings that the meld has awoken within him, and locks himself in his quarters.***

9 ***The Doctor believes that he may be able to help Tuvok recover by temporarily removing his ability to suppress his emotions.***



10 ***Without his normal mental discipline, Tuvok is dangerous and emotional. He attempts to break through the forcefield and escape.***

11 ***Suder manages to force Tuvok to confront his violent impulses. When the two men mind-meld for a second time it is too much for the Vulcan, who collapses.***

12 ***The Doctor's treatment is working, and Tuvok slowly recovers his Vulcan self control. He tells Captain Janeway that he regrets many of the things he said to her.***

C continued

chech'tluth A **Klingon** alcoholic beverage. **Worf** ordered some chech'tluth for **Bringloidi** colony leader **Danilo Odell**, who found it sufficiently potent. (*Starship Log:* 'Up the Long Ladder' [TNG]) ***SEE FILES 11, 18***

chee'lash A fruit **Miles O'Brien** was given a piece of by his cellmate **Ee'char** in 2371, while experiencing an **Argrathi 'time compressed simulation'** of a 20-year incarceration for espionage. (*Starship Log:* 'Hard Time' [DS9]) ***SEE FILES 7, 43***

cheese, Brill A gummy yellow cheese that **Neelix** concocted from **schplict** to make macaroni and cheese for **Ensign Ashmore** in 2371. The cheese's bacterial spores traveled through ***U.S.S. Voyager***'s ventilation system, infecting the ship's **bioneural** circuitry. (*Starship Log:* 'Learning Curve' [VOY]) ***SEE FILES 7, 71***

cheese, Pendrashian **Neelix** apparently once purchased a wheel of this cheese from **Laxeth**, a **Talaxian** who often traded in ill-gotten goods. (*Starship Log:* 'Investigations' [VOY]) ***SEE FILES 7, 71***

Chekote, Admiral **Starfleet** official attached to **Starbase 227**. Chekote gave **William Riker** permission to delay a scheduled mission in order to investigate **Captain Picard**'s apparent death at planet **Dessica II** in 2370; this involved the ***U.S.S. Enterprise NCC-1701-D*** being placed on detached duty. Chekote also ordered the evacuation of station ***Deep Space Nine*** in 2370, despite evidence that the **Circle**'s activities were backed by the **Cardassians**. (*Starship Log:* 'Gambit', Part 1 [TNG]; 'The Circle' [DS9]) ***SEE FILES 19, 69, 70***

Chekov, Pavel A. Navigator on the ***U.S.S. Enterprise NCC-1701*** under **Captain Kirk**. Chekov was born in 2245 and joined **Starfleet Academy** in 2263. He started his career on the *Enterprise* as an ensign, and following the conclusion of Kirk's first five-year mission he was promoted to lieutenant and made

Admiral Chekote used his discretionary powers to allow Commander Riker to investigate the loss of his commanding officer, Jean-Luc Picard.

When Neelix made some Brill cheese, it had some unfortunate side effects. The bacteria that the cheese generated had no effect on humanoids, but wreaked havoc with the U.S.S. VOYAGER's bioneural gel packs.

security chief. He also served aboard the ***U.S.S. Reliant*** under **Captain Clark Terrell** as his first officer until the ship was destroyed in the **Mutara Nebula** by **Khan**. After this, he returned to the *Enterprise*. He was one of the guests at the launch of the ***U.S.S. Enterprise NCC-1701-B***. (*Starship Log:* 'Catspaw' [TOS]) ***SEE FILES 43, 68, 72, 73, 74, 75, 76, 77, 78***

Chekov, Piotr Imaginary brother to **Pavel Chekov**. He was invented while Pavel, an only child, was under the influence of the **Beta XII-A** entity in 2268. Chekov believed Piotr had been murdered by the **Klingons** at the **Archanis IV** research outpost, and vowed to avenge his death. (*Starship Log:* 'Day of the Dove' [TOS]) ***SEE FILES 43, 68***

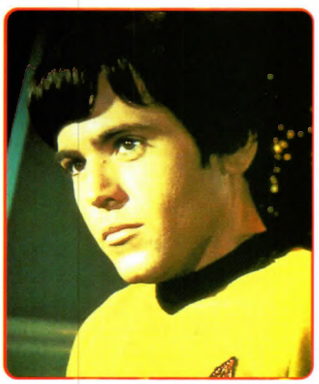
Chell A **Bolian Maquis** resistance fighter who joined the crew of the ***U.S.S. Voyager*** when his ship was trapped in the **Delta Quadrant**. He was prone to talking back to superiors and to generally disruptive and unreliable behavior. He was also overweight and unfit. As a result, Chell was one of several Maquis crew members assigned to **Lieutenant Tuvok** for field training in **Starfleet** procedures. (*Starship Log:* 'Learning Curve' [VOY]) ***SEE FILES 29, 71***

ChemTech Industries Corporation where **Michael Webb** was a plant manager before being made redundant. Webb eventually became one of the leaders of a revolt in **Sanctuary District A** in 21st century San Francisco. (*Starship Log:* 'Past Tense', Part II [DS9]) ***SEE FILES 7, 70***

Chen, Governor Governor of California on Earth in 2024. During the **Bell Riots**, Governor Chen believed rumors that government hostages had been killed, so he ordered government troops to storm the **Sanctuary District**, resulting in the death of hundreds of Sanctuary residents. (*Starship Log:* 'Past Tense', Part II [DS9]) ***SEE FILES 7, 70***

Cheney, Ensign Female crew member of the ***U.S.S. Enterprise NCC-1701-D*** who accompanied **Data** and **Neela Daren** in a musical concert in **Ten-Forward** on **Stardate 46693**. (*Starship Log:* 'Lessons' [TNG]) ***SEE FILES 25, 79***

chech'tluth
chee'lash
cheese, Brill
cheese, Pendrashian
Chekote, Admiral
Chekov, Pavel A.
Chekov, Piotr
Chell
ChemTech Industries
Chen, Governor
Cheney, Ensign
cherel sauce
Cheron
Cheron, Battle of
chess
Ches'sarro
Chevy, '57
Chez Sandrine
Chicago Mobs of the Twenties
chicken paprikash
Chief
Chief Financial Officer of the Ferengi Alliance
Chief Medical Officer



Pavel Chekov began a long career in Starfleet as an ensign on the U.S.S. ENTERPRISE NCC-1701, where he served as the ship's navigator.

Chell was a rather undisciplined member of Chakotay's Maquis cell. He found it very hard to fit in with Starfleet personnel on the U.S.S. VOYAGER.

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Tom Paris's holographic recreation of the bistro Chez Sandrine was extremely popular with the crew of the U.S.S. VOYAGER. Sandrine's had many attractions, one of which was a traditional pool table. Many of the crew were surprised to discover that Captain Janeway was an expert pool player.

cherel sauce A condiment that the **Drayan** 'girl' **Elani** wanted on her **takka berries**, instead of the **Starfleet** rations **Tuvok** offered her after his shuttle crashed on a Drayan moon in 2371. (*Starship Log:* 'Innocence' [VOY]) ***SEE FILES 18, 71***

Cheron A **Class-M** planet in the Alpha Quadrant, formerly the home to an intelligent humanoid species. The inhabitants of **Cheron**, divided by racial hatred, destroyed themselves and all life on the planet. (*Starship Log:* 'Let That Be Your Last Battlefield' [TOS]) ***SEE FILES 18, 58, 69***

Cheron, Battle of An important and humiliating defeat inflicted by Earth forces on the **Romulan Star Empire**, ending the **Romulan wars** in 2160. In the aftermath of the battle, a peace treaty was signed that resulted in the establishment of the **Neutral Zone**. (*Starship Log:* 'The Defector' [TNG]) ***SEE FILES 12, 70***

chess An ancient game of strategy from Earth in which players control pieces, which have special moves, on a checkered board. The object is to take the opposing player's King. By the 23rd century the most popular version of the game is **three-dimensional chess**. (*Starship Log:* 'Where No Man has Gone Before' [TOS]) ***SEE FILE 66***

Ches'sarro **Bajoran** mining engineer who collaborated with the **Cardassians** during the occupation of **Bajor**. In 2370, **Pallra** discovered evidence of his collaboration and used it to blackmail him. Shortly after the evidence was uncovered, Ches'sarro's body was discovered in a pond on his property. (*Starship Log:* 'Necessary Evil' [DS9]) ***SEE FILES 10, 70***

Chevy, '57 Primitive American petrol-fueled vehicle built on Earth in the year 1957 by the Chevrolet company. It is one of **Tom Paris**'s favorite vehicles. The ***U.S.S. Voyager***'s **Doctor** used a holographic version of the automobile in a **holodeck** program to 'park' with the holographic **Danara Pel**. (*Starship Log:* 'Lifesigns' [VOY]) ***SEE FILE 70***

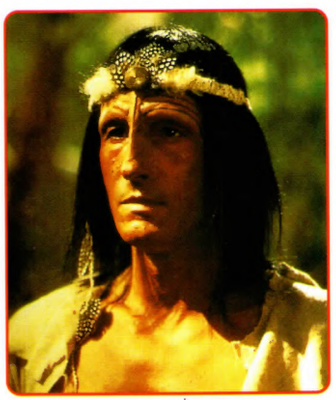
Tom Paris recommended that the Doctor use a '57 Chevy on his first date with the Vidiian Danara Pel. The car supposedly had special romantic qualities. Paris was obviously right, as the Doctor and Danara became romantically involved.

Chez Sandrine Wharfside bistro, owned by a woman named Sandrine, in the city of Marseilles, in France, Earth. The bistro, which featured a traditional pool table, had been in Sandrine's family for over 600 years. As a cadet at **Starfleet Academy**, Tom Paris spent a year in France, much of which he passed relaxing at Chez Sandrine. When the ***U.S.S. Voyager*** was swept into the **Delta Quadrant** in 2371, he created a holographic version of the bistro so everyone could enjoy it. (*Starship Log:* 'The Cloud' [VOY]) ***SEE FILES 29, 70***

Chicago Mobs of the Twenties Book published in New York on Earth in 1992. A copy was left on **Sigma Iotia II** in 2168 by the crew of the ***U.S.S. Horizon***. The **Iotians** revered it as 'The Book', and the text dictated their way of life and the structure of their society. (*Starship Log:* 'A Piece of the Action' [TOS]) ***SEE FILES 18, 69***

chicken paprikash Hungarian dish that **Benjamin Sisko** has been known to cook. According to **Jake Sisko**, his father only cooks Hungarian food when he's in a particularly good mood. (*Starship Log:* 'Family Business' [DS9]) ***SEE FILES 7, 43, 70***

Chief Leader of the **Rubber Tree People** descendants that 15-year-old **Chakotay** met with his father **Kolopak**. In 2371, Chakotay recognized the language of the alien **Sky Spirits** from the Chief's blessings. (*Starship Log:* 'Tattoo' [VOY]) ***SEE FILES 18, 71***



The Rubber Tree People of Central America on Earth are led by a chief. They are descended from the same people as Chakotay's tribe, and their common ancestors were involved with alien visitors.

Chief Financial Officer of the Ferengi Alliance Title used by **Quark** when introducing himself to, and attempting to negotiate with, the Americans who had discovered him, **Nog**, and **Rom** after their shuttle crashed on 1947 Earth. (*Starship Log:* 'Little Green Men' [DS9]) ***SEE FILES 7, 14, 70***

Chief Medical Officer The officer charged with responsibility for the health and wellbeing of the ship's crew aboard every **Federation** starship, and many other facilities. The CMO is allowed to relieve the captain of duty with the ruling that he/she is unfit for command. Chief medical officers include **Dr. Leonard McCoy**, **Dr. Beverly Crusher** and **Dr. Julian Bashir**. The **Doctor** aboard the ***U.S.S. Voyager*** is the only hologram to have become a CMO. (*Starship Log:* 'The Cage' [TOS]) ***SEE FILE 43, 67, 68, 69, 70, 71***

The Chief Medical Officer is one of the most important people on a starship or space station. The U.S.S. ENTERPRISE's CMO, Dr. Beverly Crusher, is very experienced and highly respected. CMOs are often assigned to landing party duty where their knowledge of alien life forms and their ability to cope with injuries can prove invaluable.